

APPENDIX V

Server has a ConnectTimer, a HelloTimer, and a RetransmitTimer per link

Timer Values and Other Constants

InitialConnectTimerValue: 15 sec	(* value of Connect Timer in INIT state *)
NormalConnectTimerValue: 10 sec	(* normal value of Connect Timer *)
MaxRetransmits: 5	(* Maximum retransmits allowed *)
HelloTimerValue: 1 sec	(* Interval between sending hellos *)
RetransmitTimerValue: 1 sec	(* Interval between retransmissions *)

BeginConnection(L) (* routine called when a connection begins on link L *)
 With LinkArray[L] do (* look up link record corresponding to link L *)
 State:= ON (* turn link on *)
 InformUpdateProcess(free); (* inform update process to reinitialize *)

InitializeConnection(L) (* routine called when link L is initialized *)
 With LinkArray[L] do (* look up link record corresponding to link L *)
 SequenceNumber:= 1; (* initialize sequence number *)
 Retransmits:= 0 (* initialize number of retransmits *)
 StartHelloTimer(L, HelloTimerValue); (* start timer that governs sending of hellos *)
 State:= REQ; (* set state equal to requesting *)

RestartConnection(L) (* routine called to restart connection on link L *)
 With LinkArray[L] do (* look up link record corresponding to link L *)
 ConnectId:= ConnectId + 1; (* counter wraps on overflow *)
 InitializeConnection(L)

SendHello(L) (* routine called to send a hello on link L *)
 With LinkArray[L] do (* look up link record corresponding to link L *)
 Send a ServerHello H on link L with
 H.ServerId = ServerId

H.ConnectId = LinkArray[L].ConnectId

H.State = LinkArray[L].State

H.ClientAddresses = ClientAddresses

H.Vlans = SEQUENCE of SmallVlanRecord SVR for each VlanRecord VR
in VlanList such that SVR.VlanId = VR.VlanID and SVR.Type = VR.Type

SetAddress(X,L,M)

(* update forwarding database entry for address X *)

(* set address X to point to link L in forwarding database associated with link M *)

(* this causes all packets addressed to X that arrive on link M to be forwarded to link M *)